Glyph Combine Application – User Manual

What is the Glyph Combine Application?

This is an application specifically designed to combine icons3d.com images, i.e. to overlay one image on top of another. For example, you might want to put a 'plus' image on top of a basket image to represent a 'buy' icon. This application provides the means to combine any of the icons3d.com PNG icons (or your own perhaps) with another.

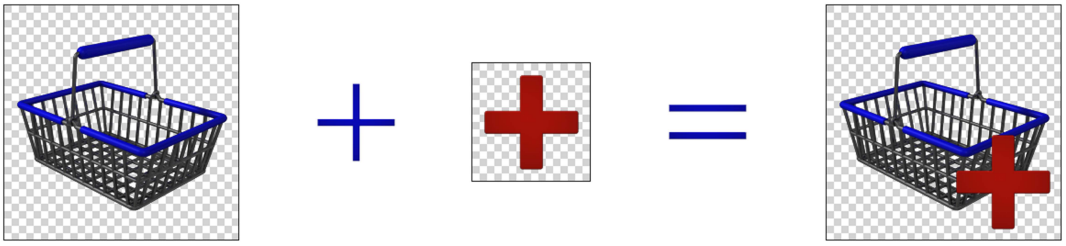

Figure 1 - Combining Icons

At icons3d.com we use this application in-house and have introduced several usability features:

- *Drag and Drop*. You can drag and drop two images onto the application image area and it will overlay the second on the first, auto-incrementing the layer. If you don't like drag and drop, you can still use the good old file dialog.
- *Click and Drag Positioning*. You can click and drag the contents of the current layer to any position in the image grid.
- *Position Presets*. There are 9 presets used to position layers as required (top left, top centre, etc). Each of these overrides any previous positioning data.
- *Position Nudge*. The four nudge buttons allow you to fine tune your layer positions quickly and accurately.
- *Automatic File Naming*. The application provides a sensible default file name (which you are not obliged to use) based on the source filenames.
- *Automatic File Sizing*. The dimensions of the icon default to the first image size, if it is larger than that selected initially. You can always change it back manually if that is what you really wanted.

What Glyph Combine does

The Glyph Combine application will take two icon files in .PNG format, and overlay one on the other. The transparent areas in the top image will reveal the image underneath. Any areas transparent in both icons will remain so in the resulting file. Since PNGs do not directly support layers, the saved file will consist of a single composite image.

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What Glyph Combine does not do

This list is not exhaustive, but briefly:

- Glyph Combine is not a full featured application, it does one thing well.
- Glyph Combine does not affect the original files combined (unless you deliberately overwrite them).
- Glyph Combine does not provide an image editor.
- Glyph Combine does not import from different file formats (e.g. ".ICO" files).
- Glyph Combine does not work with alpha keyed files (e.g. magenta=transparent).
- Glyph Combine does not export to different formats.
- Glyph Combine does not process batches of files.
- Glyph Combine does not resize images.
- Glyph Combine does not combine more than two images at a time.
- Glyph Combine does not work on Mac or Linux installations.
- Glyph Combine does not collect information or 'call home'.

Installation

The application is distributed as a windows installation file. During installation you are given options to install an icon on your desktop and start menu.

Internet connection may be required during installation if dot net 3.5 is not installed. If an internet installation is not available on the target system, the dot net 3.5 runtime should be downloaded from Microsoft and installed prior to running Glyph Combine. No connection is required for ongoing use.

System Requirements

- OS – Windows 7, Windows Vista (32 or 64 bit) SP1+ or Windows XP (32 bit) SP3+.
- Memory – 256 Mbytes absolute minimum, recommend at least 512Mbytes.
- Display – 1024x768 minimum, with a 32 bit colour depth.
- Dot Net 3.5 Runtime (download and install from Microsoft if required).

Installation Steps

Preparation

Please read the icons3d.com End User Licence Agreement (EULA). Installation of the Glyph Combine application assumes that you have read and accept the terms of the EULA. Do not install the application if you disagree with the terms of the EULA.

Download the GlyphCombineSetup.exe file to your computer. We make every effort to ensure that any files originating from us are Virus and Spyware free. We would however recommend that you keep anti-virus and anti-spyware software up-to-date and running on your computer. We also recommend that you scan our files prior to installation to protect against the possibility of contamination en-route.

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The Application requires that .Net framework 3.5 is installed to operate correctly. There is a link to the Microsoft site to install this if it is not installed on your computer already.

Installation Process

The installation is essentially a five step process, as depicted in the five screens in *figure 2*. This shows the screens displayed while the application is being installed.

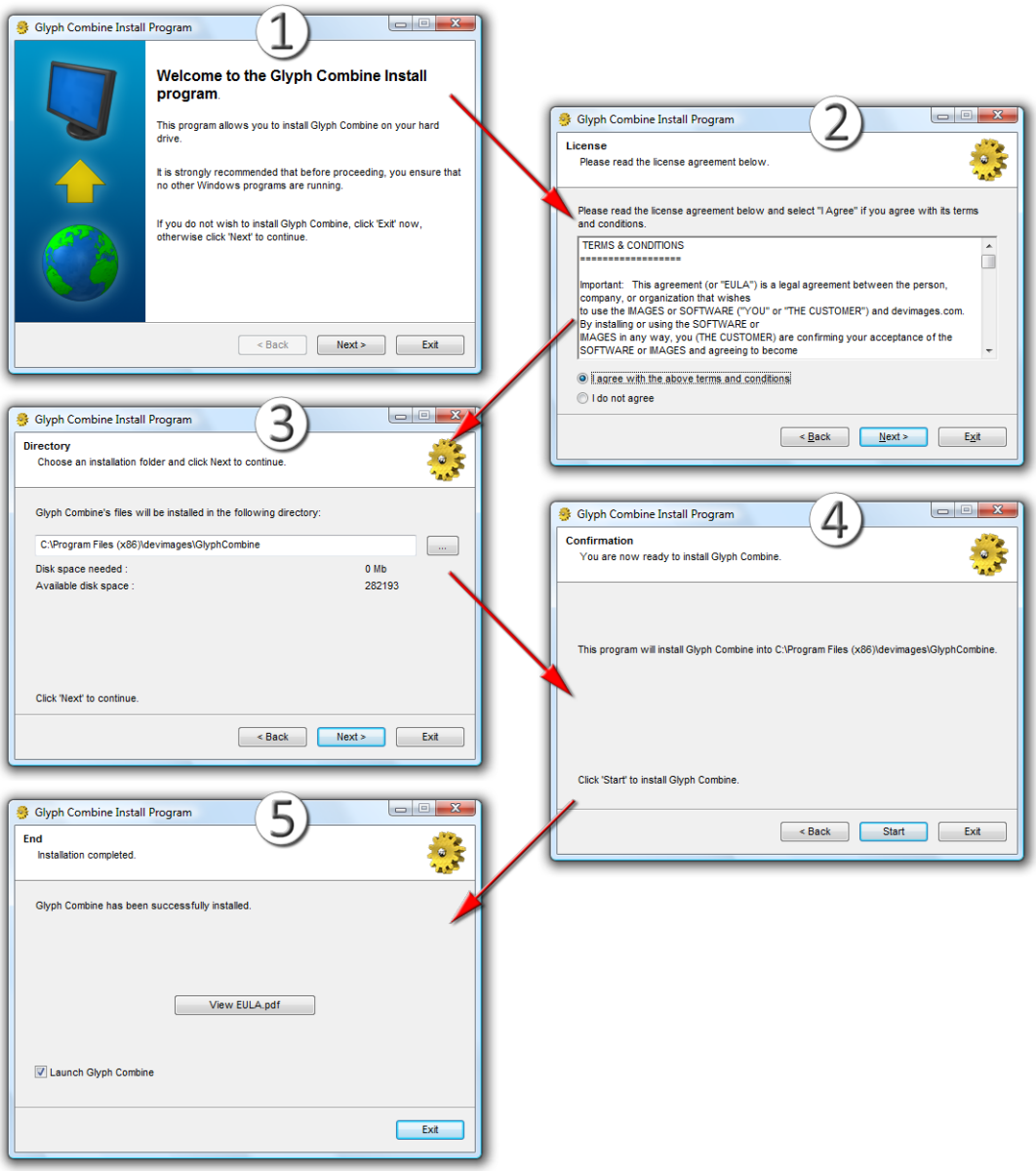
Glyph Combine Install Program
1
Welcome to the Glyph Combine Install program.
This program allows you to install Glyph Combine on your hard drive.
It is strongly recommended that before proceeding, you ensure that no other Windows programs are running.
If you do not wish to install Glyph Combine, click 'Exit' now, otherwise click 'Next' to continue.
< Back
Next >
Exit
Glyph Combine Install Program
2
License
Please read the license agreement below.
Please read the license agreement below and select "I Agree" if you agree with its terms and conditions.
TERMS & CONDITIONS
Important: This agreement (or "EULA") is a legal agreement between the person, company, or organization that wishes to use the IMAGES or SOFTWARE ("YOU" or "THE CUSTOMER") and devimages.com. By installing or using the SOFTWARE or IMAGES in any way, you (THE CUSTOMER) are confirming your acceptance of the SOFTWARE or IMAGES and agreeing to become
I agree with the above terms and conditions
I do not agree
< Back
Next >
Exit
Glyph Combine Install Program
3
Directory
Choose an installation folder and click Next to continue.
Glyph Combine's files will be installed in the following directory:
C:\Program Files (x86)\devimages\GlyphCombine
Disk space needed : 0 Mb
Available disk space : 282193
Click 'Next' to continue.
< Back
Next >
Exit
Glyph Combine Install Program
4
Confirmation
You are now ready to install Glyph Combine.
This program will install Glyph Combine into C:\Program Files (x86)\devimages\GlyphCombine.
Click 'Start' to install Glyph Combine.
< Back
Start
Exit
Glyph Combine Install Program
5
End
Installation completed.
Glyph Combine has been successfully installed.
View EULA.pdf
Launch Glyph Combine
Exit

Figure 2 - Installation Screens

1. The Welcome screen, identifying the Glyph Combine installation program. Click Next on this screen.
2. The Licence screen, showing the licence terms for the application. You should read these and assuming you agree, click the agree radio-button and then click next.
3. The Directory screen identifies the folder to install to. You may select an alternate folder if needed.
4. The Confirmation screen shows the installation folder. Click the Start to begin the install.
5. The End screen shows when the installation is complete. You can read the End User Licence Agreement by clicking the Read EULA.pdf button. Glyph Combine will launch when you click Exit if you leave the check box checked.

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Quick Start Tutorial

This quick-start tutorial assumes: the Glyph Combine application has been successfully installed, the Web Icons pack has been purchased and installed, you are using Windows Vista and you have a reasonable level of computer literacy.

If you have not purchased the Web Icons, then another of the icon packs or the Example files may be substituted without too much effort. If you are using Windows 7 or XP, it's not too tricky to adjust the steps.

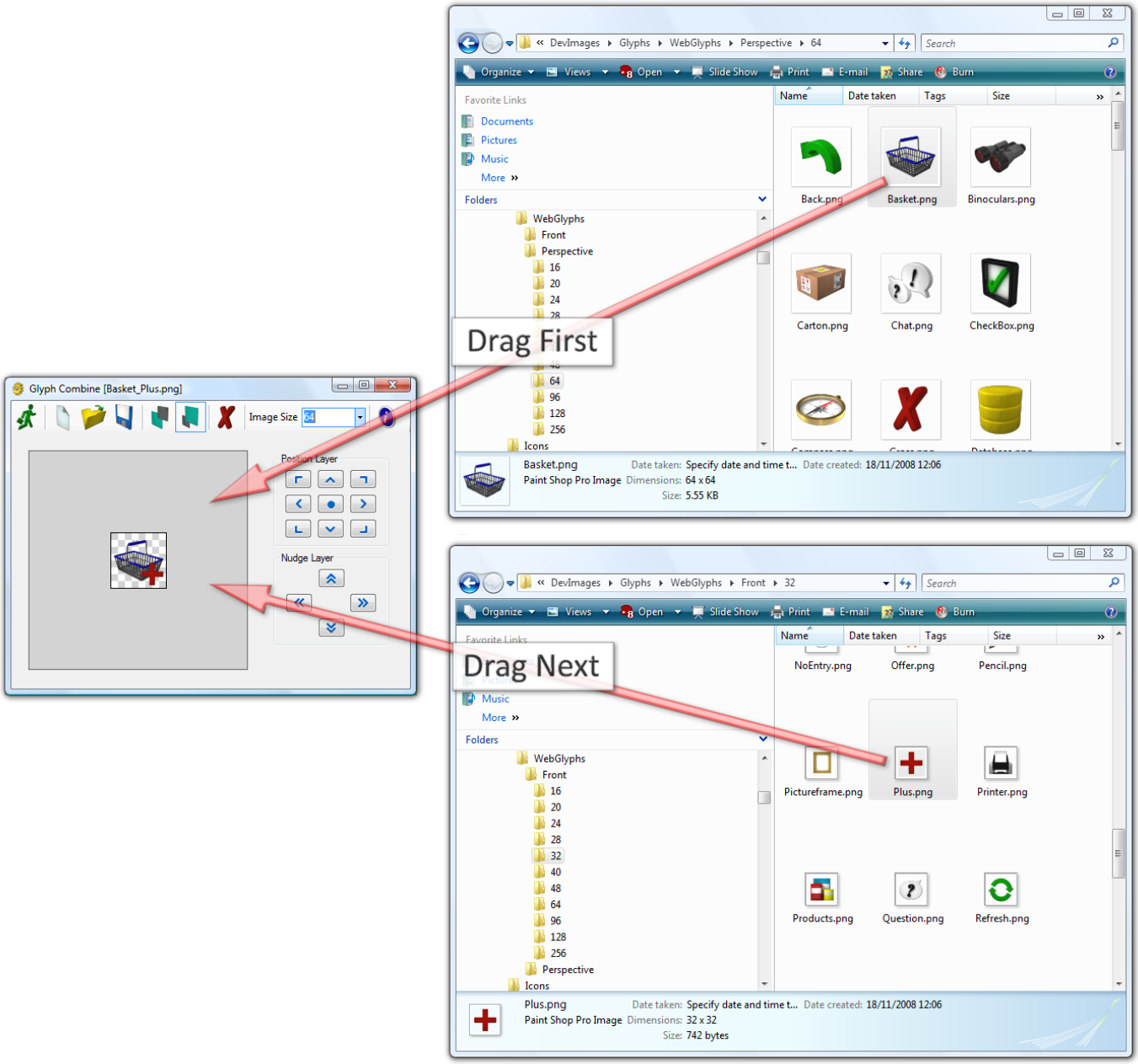

Figure 3 - Quick Start Demonstration

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1. Start Glyph Combine and 2 Explorer Windows

Glyph Combine should be found by clicking Start, All Programs, icons3d, Glyph Combine. Open the first Windows Explorer by clicking Start, Documents. Now navigate to:

`...Documents\icons3d\Web\Perspective\64\.`

Open Another Windows Explorer similarly click Start, Documents and navigate to:

`...Documents\icons3d\Web\Front\32\.`

Arrange the application and two Explorers by adjusting the size and position of the Explorers so that all three windows can be seen on screen at the same time (see *figure 3*).

2. Drag the Basket

In the first windows explorer (showing the '64' folder), click on the Basket.png file and drag it onto the Image Area of Glyph Combine. If you have done this correctly, it will appear in the Image Grid and the size will change to 64. You may also notice that the layer is automatically changed to the upper layer on the toolbar.

3. Drag the Plus

In the second windows explorer (showing the '32' folder), scroll to find the Plus.png file. Click on it and drag it onto the Image area of Glyph Combine. This should now appear in the bottom right of the Image Grid.

4. Save the File

Click the Save button on the Toolbar. It has a Floppy Disk image on it (whatever that might be). This brings up the save dialog.

The default location to save the file is in the `...Documents\icons3d\custom\` folder. The file name has also been defaulted to Basket_Plus.png (the application works this out from the files you used). Click the OK button to save the file.

For more information on how to use the application, please read the rest of the manual.

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User Interface

The Glyph Combine user interface is relatively straightforward. It is a Windows Forms application that runs locally. The main form is shown below in *figure 4*.

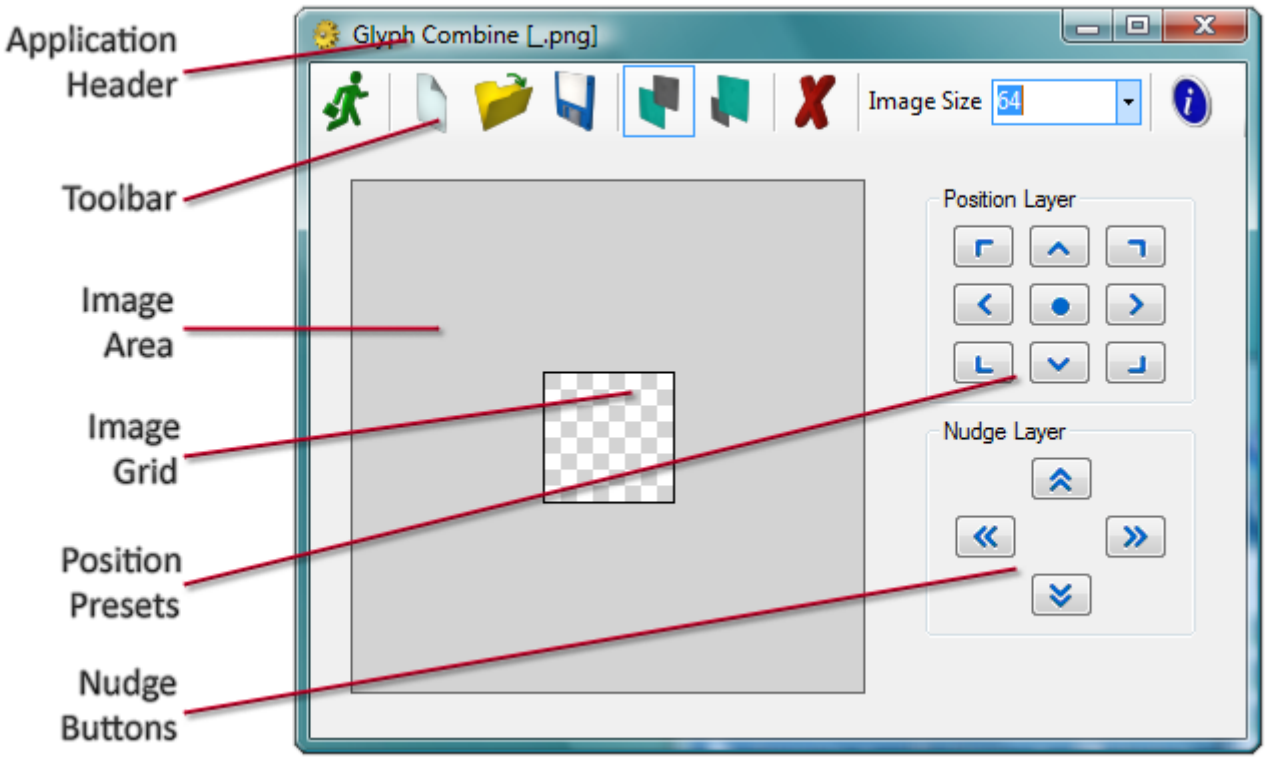

Figure 4 - Glyph Combine User Interface

Application Header

This is a standard windows form header which contains the current file name along with the usual windows system buttons.

Toolbar

This is used to control the application. There is no menu system; it is a graphically controlled application. The toolbar controls are as follows:

Exit Button – This will attempt to close the application. Should there be an unsaved image when this is clicked; you are warned of this fact and have to confirm before being allowed to exit.

New Button – This allows the user to clear the image grid to create a fresh combined image. If an unsaved image is present, you are warned of this fact and have to confirm before continuing.

Open Button – This allows you to open a glyph file into the currently selected layer. It is equivalent to dragging an image from Windows Explorer to the Image Area.

Lower and Upper Layer Select Buttons – These buttons allow you to select the active layer. They also serve *to indicate the active layer.*

Clear Layer Button – This button allows you to clear the active layer.

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Image Size Dropdown – This dropdown listbox contains all the sizes the application will support. You may alter the current image size manually with this control. If the application updates the image size automatically, this is reflected in this control.

Information Button – This button shows the program about box.

Image Area

The Image Area is where the icon images are displayed. It also provides an area to drop image files for the currently selected layer. This area contains the Image Grid (detailed below). The content of either of the layers may be positioned anywhere on the Image Area.

Image Grid

The Image Grid shows the extent of the resultant file. The checkerboard background is a visual device to show transparency. The checkerboard is not saved to the resulting file.

Position Presets

There are nine position preset buttons. These allow the current layer to be justified within the Image Grid to one of the following positions: Top Left, Top Centre, Top Right, Centre Left, Centre, Centre Right, Bottom Left, Bottom Centre and Bottom Right.

Nudge Buttons

These buttons move the image in the current layer about the Image Area, one pixel at a time. There are four buttons representing the cardinal points.

Application Operation

The Glyph Combine application has one function only – to combine two images to make a third. These images comprise of PNG files. Other file types may not work satisfactorily.

Layers

Internally, the application has two layers – the upper layer and lower layer. These may be selected by clicking on the layer selection buttons on the toolbar. The layer selected is shown on the layer selection buttons.

Once the image for the lower layer has been loaded (by dropping it onto the image area or by clicking the open button) the upper layer is automatically selected.

Once it is selected, the relative position of either of the layers may be adjusted in three ways: By dragging the layer image to its desired position, by selecting one of the position presets, or by nudging the layer into position by the nudge buttons. Either layer may be repositioned whenever required.

Since the PNG format does not support layers directly, the layer states are not saved in the resultant file. The saved file is a composite of the two layers.

Icon Image Sizes

The image should be a square bitmap. The width (and therefore the height) is shown in the image size dropdown on the toolbar. If you drag a larger image onto the lower layer than is shown in the dropdown, the application will automatically adjust the image size up. If you still wanted the smaller image size, however you can re-adjust it back down. The image size should always be one of the supported sizes (16, 20, 24, 28, 32, 40, 48, 64, 96, 128 and 256).

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Files

The default filename of the resultant file is made up of the name part of each file separated by an underscore. The file, by default would be stored in the following folder `...Documents\icons3d\custom\`. Both the filenames and folders may be manually overridden as required. The default is only to provide a helpful time-saver.

Combining with Third Party Images

While the application has been designed with icons3d icons in mind, it is perfectly feasible to use other images. For best results they should be .PNG files, with an alpha channel. Only transparent areas on the upper image layer will reveal the lower image. If the third party images do not have an alpha channel transparent area, the resulting image may not be satisfactory.

Restrictions on Use

The application is intended for use by icons3d.com customers. It may be used by anyone provided it is not used to create content for distribution, except as a completed application or website. It may not be used to create glyph, icons or other content that is subsequently sold or given away alone or as part of a product or service. It should be noted that Glyph Combine digitally watermarks any files generated by it (this is invisible to the viewer).

The application itself must not be sold or given away - alone, or as part of a product or service.

Please read the End User Licence Agreement (EULA) for more information. Use of the application confirms acceptance of the terms of the EULA. Anyone who does not agree with the terms should cease using the application, and uninstall it.

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